Fakultät Informatik - Institut Software- und Multimediatechnik - Softwaretechnologie

Part 0 – MOST Introduction 1. Modeling

Prof. Dr. rer. nat. Uwe Aßmann

Institut für Software- und Multimediatechnik

Lehrstuhl Softwaretechnologie

Fakultät für Informatik

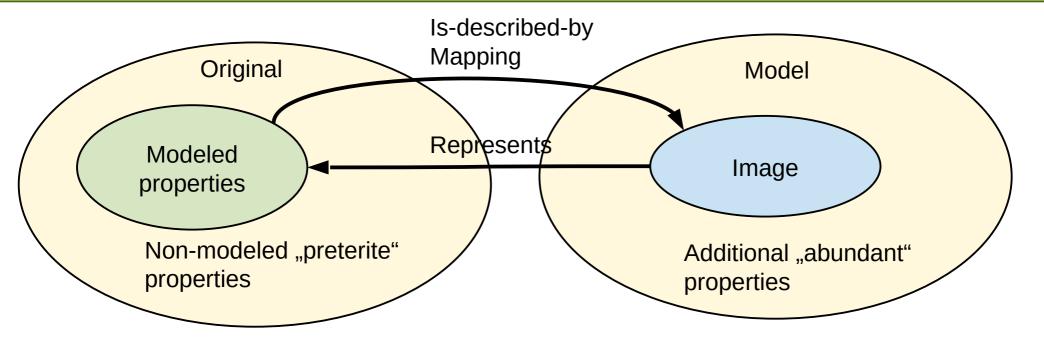
Technische Universität Dresden

http://st.inf.tu-dresden.de/teaching/most

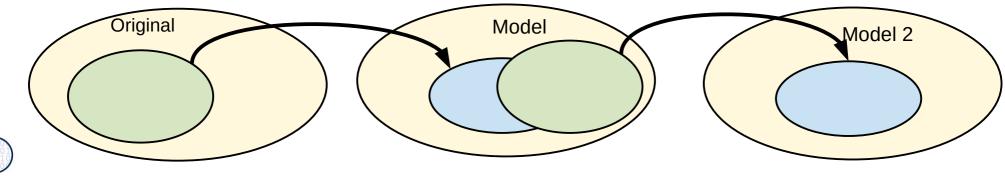
Version WS-21-0.2, 20.11.21



- Obligatory:
 - [HesseMayr] Wolfgang Hesse and Heinrich C. Mayr. Modellierung in der Softwaretechnik: eine Bestandsaufnahme. Informatik Spektrum, 31(5):377-393, 2008.
- References:
 - Stachowiak, Herbert. Allgemeine Modelltheorie. Springer, Wien, 1973



- [HesseMayr, Stachowiak]
- Model mappings can be sequenced:





A **system model** is an abstraction of a system

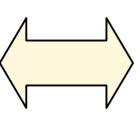
A direct **model** is an abstraction of a reality

A world model is an abstraction of a world

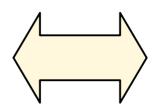
An indirect **model** is an abstraction of another model

A **domain model** is an abstraction of a domain of the world













Descriptive Modeller

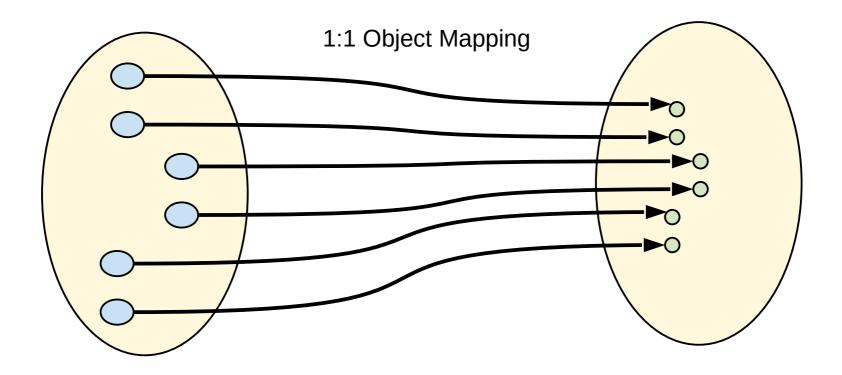


Prescriptive Modeler; Specifier; Implementer



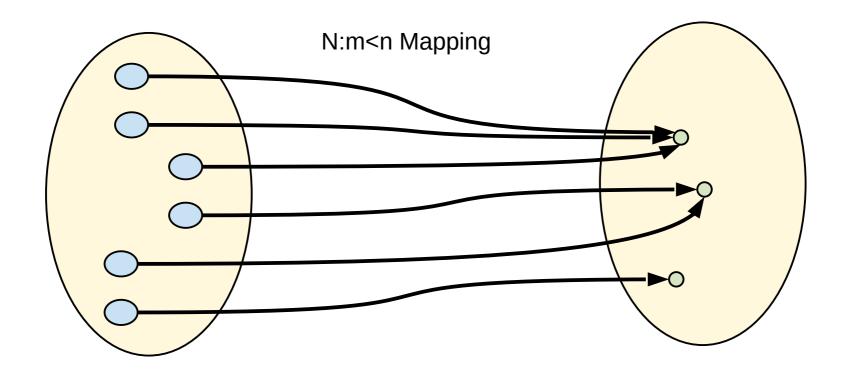
Token Modeling Provides Abstraction of Features of Objects

- In **Token modeling**, some features of the objects in original domain O are forgotten, but never the objects themselves
 - Abstraction over features
 - Leading to view-based modeling, aspect-oriented modeling





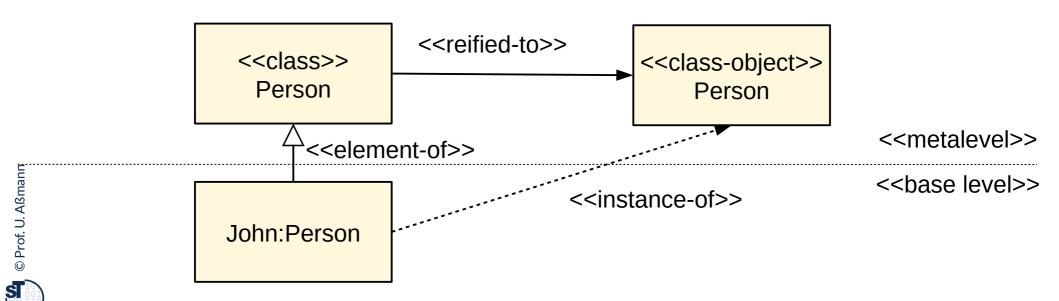
Type Modeling





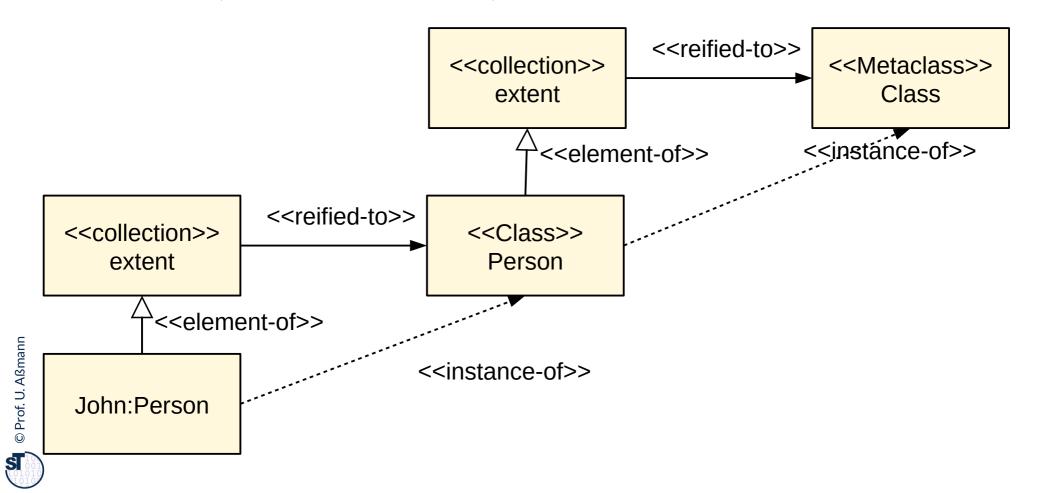
Type Modeling with Reification

- 9 Model-Driven Software Development in Technical Spaces (MOST)
 - Clabjects (class-objects) are classes reified as representant objects on the metalevel.
 - In an object-oriented program, clabjects are objects that represent classes of other objects.
 - Russells Paradox "The set of all sets containing themselves as elements" forbids infinitely many reifications
 - <<instance-of>> is a composition of <<element-of>> with <<reified-to>>



Type Modeling with Reification Works over Several Levels: The Smalltalk Metaclass

- 10 Model-Driven Software Development in Technical Spaces (MOST)
 - Smalltalk-80 was the first language to introduce metamodeling
 - It introduced clabjects as class-objects (and as metaclasses).
 - Changing the Smalltalk metaclass changes the semantics of all classes and all objects.
 - In Java, class Class is the metaclass, but it is immutable

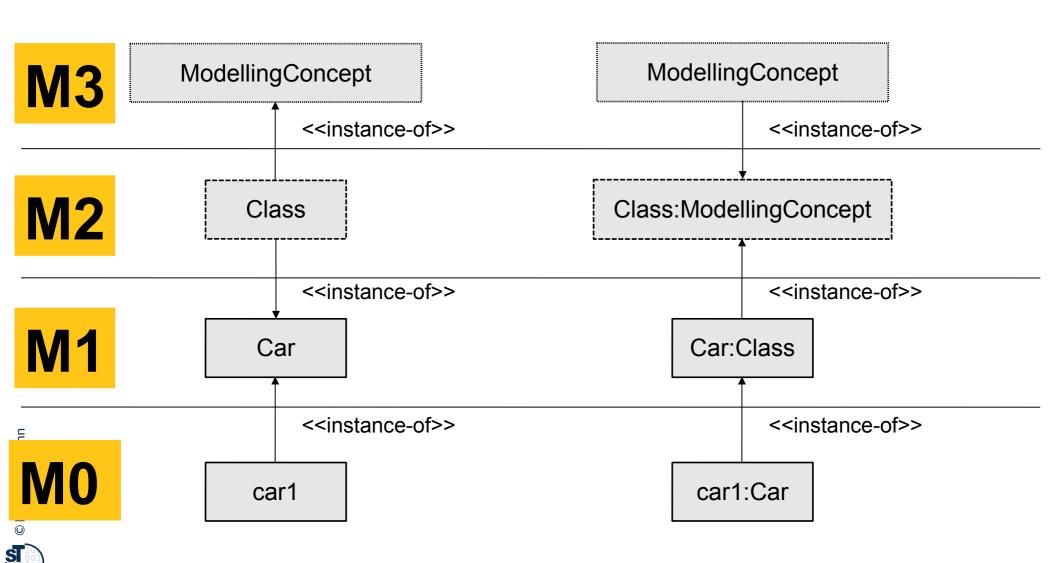


Notation



11 Model-Driven Software Development in Technical Spaces (MOST)

We write metaclasses with dashed lines, metametaclasses with dotted lines

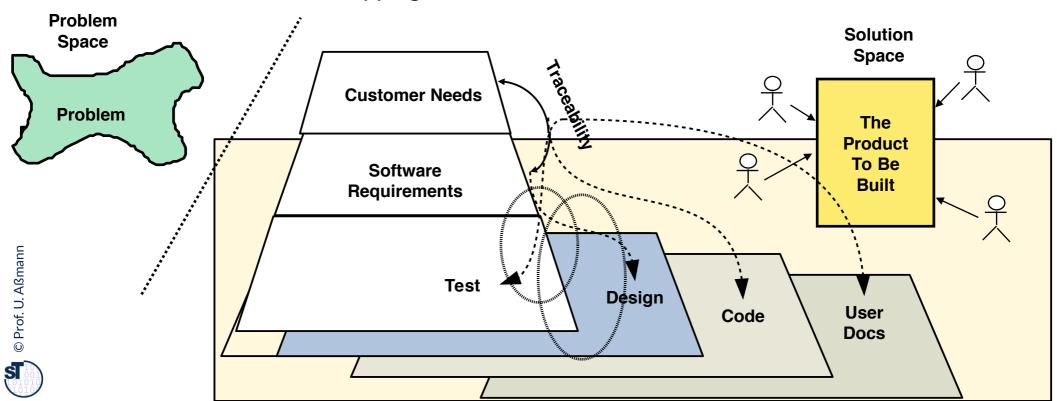


Q16: Languages in Software Factories are Built on Metamodels and Grammars

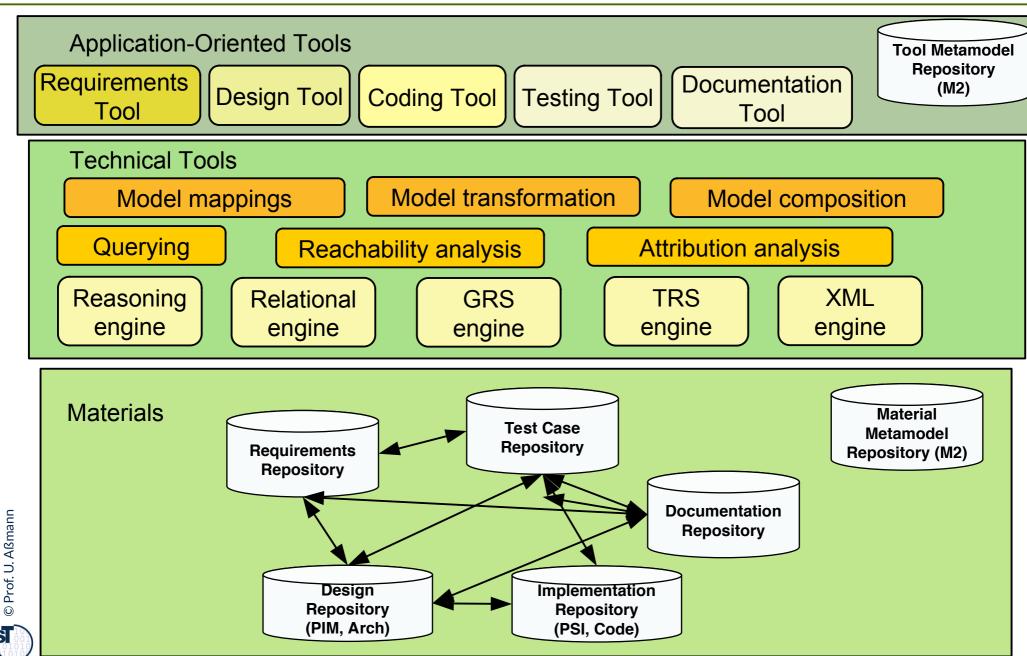
12 Model-Driven Software Development in Technical Spaces (MOST) modeling programming General Domaindiagram-Specific Purpose matic Language Language textual Markup Languages © Prof. U. Aßmann **M2** Metamodels + Grammars

Q1: IDE and Model-Driven Software Development

- MDSD systematically connects the customer's problems, the system's requirements, testing, design, coding, and documentation and develops these models in coordination
- MDSD relies on model mappings between requirements, test cases, design, and code
- Integrated Development Environments (IDE) provide tools for all singular aspects, as well as model mappings



Q2: Tool-Objects and Materials in an Integrated Development Environment (IDE, SEU) for MDSD





Fakultät Informatik - Institut Software- und Multimediatechnik - Softwaretechnologie

Part 0 – MOST Introduction 1. Modeling

Prof. Dr. rer. nat. Uwe Aßmann Institut für Software- und Multimediatechnik Lehrstuhl Softwaretechnologie Fakultät für Informatik Technische Universität Dresden http://st.inf.tu-dresden.de/teaching/most Version WS-21-0.2, 20.11.21



 ${\sf Model-Driven\,Software\,Development\,in\,Technical\,Spaces\,(MOST)\,@\,Prof.\,U.\,A\&mann}$

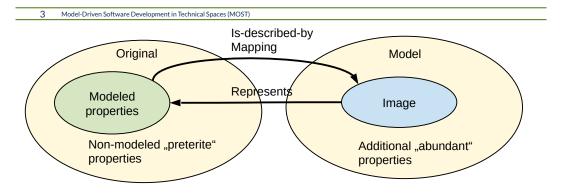
Literature

2 Model-Driven Software Development in Technical Spaces (MOST)

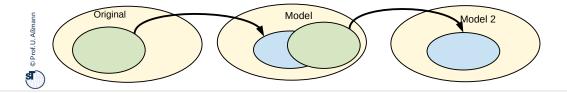
- Obligatory:
 - [HesseMayr] Wolfgang Hesse and Heinrich C. Mayr. Modellierung in der Softwaretechnik: eine Bestandsaufnahme. Informatik Spektrum, 31(5):377-393, 2008.
- ► References:
 - Stachowiak, Herbert. Allgemeine Modelltheorie. Springer, Wien, 1973

© Prof. U. Aßman

Original and Representing Model



- [HesseMayr, Stachowiak]
- Model mappings can be sequenced:



A model is an abstraction of an original [Stachowiak]

A **system model** is an abstraction of a system

A direct model is an abstraction of a reality

A world model is an abstraction of a world

An indirect **model** is an abstraction of another model

A domain model is an abstraction of a domain of the world

Prof. U. Aßmann

















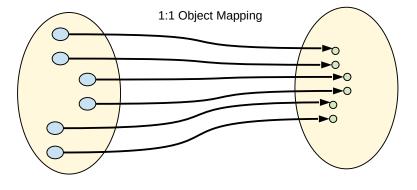
Prescriptive Modeler; Specifier; Implementer

Prof. U. Aßmar

[HesseMayr]

Token Modeling Provides Abstraction of Features of Objects

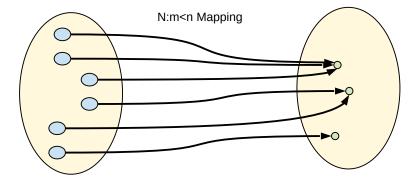
- 6 Model-Driven Software Development in Technical Spaces (MOST)
 - ► In **Token modeling**, some features of the objects in original domain O are forgotten, but never the objects themselves
 - Abstraction over features
 - Leading to view-based modeling, aspect-oriented modeling



🐴 © Prof. U. Aßmai

Type Modeling

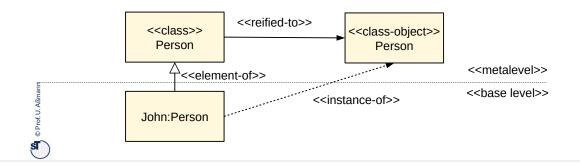
- 8 Model-Driven Software Development in Technical Spaces (MOST)
 - In type modeling, sets of objects are abstracted



🖣 © Prof. U. Aßmanı

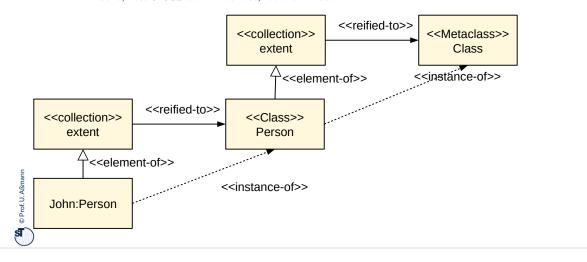
Type Modeling with Reification

- ▶ Clabjects (class-objects) are classes reified as representant objects on the metalevel.
 - In an object-oriented program, clabjects are objects that represent classes of other objects.
- Russells Paradox "The set of all sets containing themselves as elements" forbids infinitely many reifications
- <<instance-of>> is a composition of <<element-of>> with <<reified-to>>



Type Modeling with Reification Works over Several Levels: The Smalltalk Metaclass

- Smalltalk-80 was the first language to introduce metamodeling
- lt introduced clabjects as class-objects (and as metaclasses).
- ▶ Changing the Smalltalk metaclass changes the semantics of all classes and all objects.
- In Java, class Class is the metaclass, but it is immutable

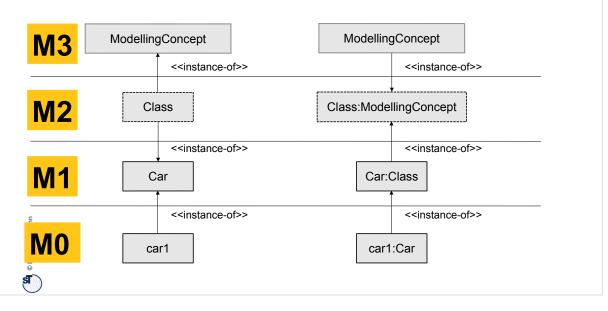


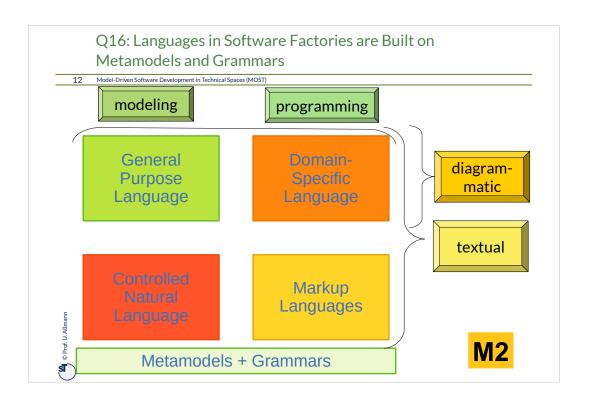
Notation



11 Model-Driven Software Development in Technical Spaces (MOST)

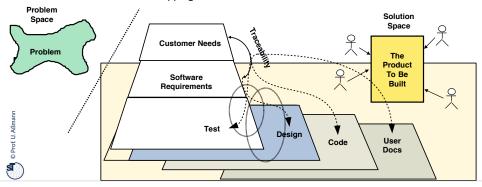
We write metaclasses with dashed lines, metametaclasses with dotted lines

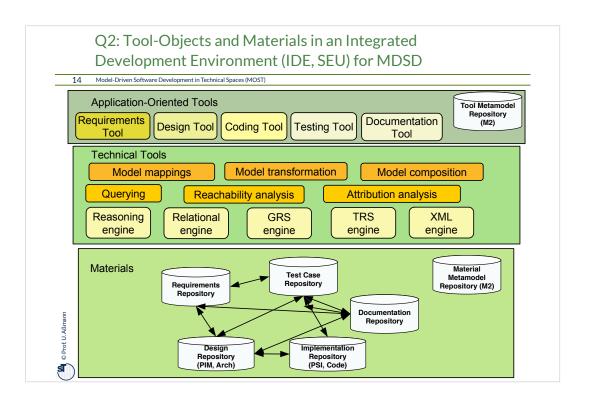




Q1: IDE and Model-Driven Software Development

- MDSD systematically connects the customer's problems, the system's requirements, testing, design, coding, and documentation and develops these models in coordination
- MDSD relies on model mappings between requirements, test cases, design, and
- Integrated Development Environments (IDE) provide tools for all singular aspects, as well as model mappings





The End

15 Model-Driven Software Development in Technical Spaces (MOST)

■ © Prof U. Aßma